

LIAISONS DANGEREUSES

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#4 112 (CANADIAN COMPANION)

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LIAISONS DANGEREUSES #74

Publisher; Lenard Lakofka, 644 West Briar Place, Chicago, IL 60697 312/929-7057 Calls between Midnight and 7AM are never acceptable.

Games are open in LD. Novice Game fee is \$7 which includes a subscription. Rebates for early elimination; 1901 \$4, 1902 \$3, 1903 \$2 and 1904 \$1. Subscriptions are .9 for \$2. Non-North American game fees/subscription rates upon request. I have 17 people signed up for a new novice game. Please send fee and country preference list. —GAME FILLED—SEE

I am now opening an invitational game for experienced players. Game fee \$7 To enter you must have won or drawn in LD or any other magazine AND you must be on record as having missed none (or only one) of the deadlines posted in LD or that magazine. SUPPLEMENTAL PAGE AFTER PG 12

III	DDDD	AAAA	N	N	OOOO	RRRR	TTTT	H	H	AAAA	N	M	EEEE	RRRR	I	CCCC	AAAA		
I	D	DA	A	NN	NO	OR	R	T	H	A	A	NN	MM	E	Q	RIC	A	A	
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I	D	DA	A	N	NO	OR	R	T	H	A	A	M	M	E	E	RIC	A	A	
III	DDDD	A	A	N	N	OOOO	R	R	T	H	A	A	M	EEEE	R	RI	CCCC	A	A

or IDA or bust?

On page 2 you will find a brief explanation of what has occurred on the new IDA vs the old IDA. The main point is that EVERYTHING IS NOW IN LIMBO. The new IDA NA does not yet exist but elections for the 13 man IDA council are ALSO postponed. NEEDLESS TO SAY NOTHING TOO CONSTRUCTIVE IS GOING ON DURING THIS ROCKY TRANSITION PERIOD.

After many initial cries of "Hamrod" things have cooled down with the proposed compromise on the new document to debate it for 1 month and then proceed giving everyone a chance to vote or even change their vote. However some people are not satisfied with that! Everyone who did sign the letter at BALTIMORE DOES favor reform. Even

some who opposed IDA-NA because it was done too quickly favor reform. Even though John Leeder and Robert Correll are pushing their own Canadian organization and are trying play after to play to keep the old IDA alive. Supposedly this new life is to write a federation proposal but it is only logical that if IDA-NA is formed it should be the Councils of IDA-NA, IDA CE and IDA UK that should write the federation proposal.

In the last few days I have grown tired of the bickering in the old Council and I have resigned as acting president of IDA but retained my post of Vice President using Council Bill 1976.66 as my basis. Mr. Correll has tried to not accept the post of president and retain the title vice president. This is questionable at best. One wonders how a VP does not automatically become president--in fact there is a council bill involving succession. Mr. Correll has therefore, using this line of logic asked me for the treasury contending that I am no longer on Council. I, of course, do not agree and I have not forwarded the moneys. I will transfer them per the disbursement orders of the members on the ballot to accompany the next DIPLOMACY REVIEW. While Mr. Correll says he will do the same thing his sins of omission to Canadian publishers and players gives me pause.

Mr. Leeder has issued a copy of the Council Courier when this duty falls upon Mr. Correll and therefore the item is illegal. Mr. Correll and Leeder seem content to open the rift in the IDA and, in my opinion, foment troubles as opposed to trying to pour oil on those troubled waters.

Perhaps too many accusations have been made in this entire affair. Perhaps we are all growing too distrustful. I know I acted in good faith and perhaps so are John and Bob. THE EFFECT of all of this speed, legality, etc. however is HURTING THE HOBBY, regardless of how you look at it and regardless of whom you favor/believe.

MORE - SEE "SUPPLEMENTAL PAGE" - BACK OF LANKMAR AD AFTER PAGE 12
NEW GAME ON "SUPPLEMENTAL PAGE"

IDA-NORTH AMERICA... another chance

Scott Rosenberg, Doug Boyerlein and I have agreed to the following:

1. All elections shall be postponed until a Committee on election organization shall govern, the old IDA 13 man Council or the new IDA 5 (note below) man Council.
2. A new ballot on the ratification of the IDA/NA Constitution shall appear in a DIPLOMACY REVIEW to appear about October 5, 1976. That ballot will ask the membership if they want their dues refunded dependant upon, or in spite of which Council shall be elected. The ballot will ask the members their opinion on the amendment to A) clean up the language of the IDA/NA document and B) Increase the council to 7 members including a Canadian and USA representative in charge of regional business.
3. The DR just mentioned shall contain debate concerning the IDA-NA constitution-- all such material must be to Scott prior to October 2-4, 1976

I believe that this should make everyone happy.

All publishers--PLEASE copy.

Legitimacy?

Perhaps you will think that this is a discussion of the IDA-NA constitution ratification? Alas, it is one of the topics raised by one of the letters to me. I have been called author of a piece of filth, unfit, a bastard, etc. over the IDA Constitution. Not to mention a fraud, thief, dictator, power hungry tyrant, etc. Do you think that is going overboard? I certainly do. The entire case is well laid out in VERHANDELN #11. This has been printed in its entirety in IMPASSABLE and SPECULUM.

Whatever the Baltimore meeting did was done in good faith. I will swear to that. We did not expect this surge of opposition. Some of the opposition has also been founded in good faith and I do not fault it. Dave Kallcock should be applauded for his fair and unbiased reporting. Others, however, have sunk to great depths in making this a personal and vitriolic attack upon myself and others of the constitution drafters. My phone number was surely listed, as was Boyerlein's, Buchanan's, et. al. yet no one troubled to call or write first. They accused us of shooting from the hip and then they did exactly the same thing!

THE HOBBY is not being helped by this at all...remember the hobby?

The Canadian Conspiracy.....

I have just received PAROXYSM #98. I am sad to say that Robert Correll is guilty of deception. He has omitted the full account of VERHANDELN when that column would have presented material potentially damaging to the establishment of his Canadian Diplomacy Camerasters Organization. He omitted any mention of two phone calls, to say nothing of letters and carbons received by him from me on the proposed establishment of a 7 man council including a Canadian regional officer and also the special issue of the DIPLOMACY REVIEW concerning the IDA-NA constitution. He has twisted facts and turned the IDA-NA founding into a nationalistic diatribe designed to split the North American hobby right down the center! This is both dishonest and perhaps even egotistic. John Leader, in his never ending quest to be precise, has likewise omitted any comment about the 7 man proposed Council or the new issue of DR designed to rehash the IDA-NA question. John has even taken upon himself to produce a Council Courier that skirts the main, of the major issues of the IDA-NA issue. He has sent me a personal letter which reeks of patronizing and sermonizing. I have told John to get off his high horse, that I am tired of his Holier-than-Thou attitude and the rift in the hobby he has produced by the formation of the CDS! I think it is time John and Robert reexamine the facts and back off before other Canadians, finding the sins of omission that those two are guilty of, point them on their own petards!

TTTT H H EEE PPPP Y Y RRRR O O L O O G I S S T
 T H H E P P Y Y R R O O L O O G I S S T
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A STUDY IN FIRE USE Copyright: Lenard Lakofka
 A NEW DUNGEONS & DRAGONS SUBCLASS E. Gary Gygax 1976

PYROLOGISTS (hereinafter fire users) must have an intelligence and wisdom score of 13 or better. To become a PYROLOGIST a figure must be human but elves may progress to the level of Incendiary. An elf who chooses Pyrology may not later choose to be an Illusionist, Alchemist or normal Magic User though Fighter and Thief are still available to him. PYROLOGISTS may be Good, or Evil (the latter is most likely) and are always highly Lawful. Their vestments are always mixtures of Red, Yellow and Orange. They have saving throws vs magic as Magic Users with +2 vs spells of fire but -2 vs spells of ice, cold and paralyzation. Good and Evil PYROLOGISTS may also progress as clerics but they must do so in separate campaigns. Good Clerics/Pyrologists may progress to the 6th level in both orders only (Bishop and Fire Fly). At the 5th level A Good Pyrologist/Cleric (Curate/Fire Caster) may have and use spells of Fire and the clergy up to the limit of the Pyrologist plus one for each level. Thus a Good Curate/Fire Caster could learn/use 5 first level, 3 2nd level and 2 3rd level spells mixing Cleric or Fire spells. At the 6th level 5 first level, 3 2nd level, 3 3rd level and 1 4th level (which must be a cleric spell) Fire Fly and Bishop. Evil Pyrologists/Clerics (who must be evil/Lawful from level 1—they can not have changed alignment by the time 2nd level is achieved) may proceed even higher to Evil High Priest/Incendiary (both 8th level). Thus he may use 5 1st level, 4 2nd level, 3 3rd level, 3 4th level and 2 5th level (the 5th level spells must be cleric spells). Psionic abilities that may be gained are; Molecular Agitation, Levitation, Invisibility, Detection of Magic, Ethereality (Hardest to obtain). Attack modes; Psionic Blast, Mind Thrust. Defense Modes; Mind Blank and Thought Shield.

Their speciality is the use of fire, in all of its forms, though they do possess some non-fire/smoke/explosion spells.

1-1, 2-1, 3-1, 4-1, 5-1 etc.
 PYROLOGISTS use 4sided dice for hits (as clerics they use 6 sided minus 1. At every level). To be a cleric/fire user the player must announce this intention as a first level figure (whether he chooses to act the role of cleric or fire user first) to gain the 6 sided die for hits. They arm themselves with no armor (even as a cleric)

though they may use bracers of defense, rings of protection or cloaks of protection. As Pyrologists they arm themselves with daggers only but at 6th level (Fire Fly) they may use a sword which may NOT be magical though Fire Swords may be used. If a Pyrologist opts for cleric he may not use a sword (Evil clerics may attempt fire swords 75% to succeed otherwise 4-14 points of damage) but he may use a staff. He may not use a dagger even as a fire user. As a cleric he may use a mace. At 5th level cleric/fire user he may use a mace or hammer at will.

Inate powers of Fire Users;

At first level a fire user (or cleric) may cast a light spell up to once a day. At 3rd level twice a day.

At 4th level he may cast Continual Light once per day. At 7th level he may cast the spell twice per day.

At 8th level he gains the spell Blinding Light. Those under 3 hit dice are permanently blinded, those with 3+1 to 6 hit dice are blinded for 2-7 melee rounds, those with 6+1 to 9 hit dice are blinded for 1-4 melee rounds, 9+1 hit dice or more are not affected. The saving throw matrix applies on blinding light. Duration of the actual light is 2 melee rounds. All must look away from the light when it is cast.

XX

TITLE	EXPERIENCE POINTS NEEDED	HIT DICE	SPELLS							
			1	2	3	4	5	6	7	8
LIGHT	0	1	1							Light once/day
SPARK	2,500	2	2							
TORCH	5,000	3	3	1						Light twice/day
FLAME	10,000	4	4	2						Continual Light/once/day
FIRE CASTER	20,000	5	4	2	1					
FIRE FLY	35,000	6	4	2	2					
FIRE BRAND	50,000	7	4	3	2	1				Continual Light twice/day
INCENDIARY	75,000	8	4	3	2	2				Blinding Light once/day
INCINERATOR	100,000	9	5	4	3	2	1			
PYROLOGIST OF THE 10th Level	200,000	10	5	4	3	3	2			
PYROLOGIST OF THE 11th Level	300,000	11	5	5	4	3	3			
PYROLOGIST OF THE 12th Level	450,000	11+1	6	5	4	4	3	1		Blinding Light twice/day
PYROLOGIST OF THE 13th Level	600,000	11+2	6	6	5	4	3	2		
PYROLOGIST OF THE 14th Level	750,000	11+3	7	6	5	4	4	2	1	* HIT DICE AS CLERIC
PYROLOGIST OF THE 15th Level	900,000	11+4	7	7	6	5	4	3	2	1-1 (BUT ALWAYS AT LEAST 1)
PYROLOGIST OF THE 16th Level	1,100,000	11+5	8	7	6	5	4	3	2	2-1
PYROLOGIST OF THE 17th Level	1,300,000	11+6	8	8	7	6	5	4	2	3-1
PYROLOGIST OF THE 18th Level	1,500,000	11+7	9	8	7	6	5	4	3	4-1
PYROLOGIST OF THE 19th Level	1,800,000	11+8	9	8	8	6	5	4	3	5-1

Spell titles:

First Level;	Second Level;	Third Level;	4th Level;	
1. Detect Magic	Pyrotechnics	Dispel Magic	Wall of Fire	
2. Read Magic	Darkness	Explosive Runes	Flame Sword*	
3. Read Languages	Levitate	Fire Resistance	Burn Touch*	
4. Infravision	Invisibility	Lightning Bolt	Filler of Fire*	
5. Protection/Fire*	Burn Enchanted Wood*	Flaming Web*	Polymorph self to Fire	
6. Fire Dart*	Flame Arrow*	Flame Normal Missiles*	Monster*	
7. Fire Trap*	Fire Charm*	Burn Weapon*	Fire Charm/Monster*	
8. Fire Shield*	Detect Body Heat*	Burn Wood*	Fire Flies*	
9. Cloud*	Phantasmal Fire*	Fire Fountain*	CONTROL LIGHTNING BOLT*	
10. Flash Powder*	Control Fire Ball*	Cure Burns*		
11. Faerie Fire				
12. Flame*				
Fifth Level;	Sixth Level;	7th Level;	8th Level;	9th Level
1. Teleport	Explosion*	Delayed Blast F.B.	Black Fire*	Meteor Swarm*
2. Power Word-Flame*	Lightning Storm*	Fire Stalker*	Summon Fire	Prismatic Wall
3. Incendiary Cloud*	Stone-Lava*	Searing Heat*	Monster*	
4. Cause Burns*	Burn Touch 3**	Blessing of Fire*	Permanent Spell	
5. Burn Rock*	Ether Fire Ball*			
6. Smother Flame*	PASS FIRE*			

FIRST LEVEL SPELLS

1. Detect Magic
2. Read Magic
3. Read Languages
4. Infravision
5. Flash Powder

Five (5) packets can be made from this spell in three hours time. When the powder is cast into the air a bright flash occurs that can (80% chance) blind a surprised attacker within 2" for from 2-7 melee rounds. An unsurprised figure can look away but may not attack the Fire User that one melee round without taking a chance of being blinded (80% for 2-5 rounds).

6. Faerie Fire

An outline of luminescence that can be attached to a body. It produces a pale glow and does no damage. Area coverage 10 sq feet + level of the Fire User. Duration 6 movement turns, range 6" (as in ELDRION WIZARDRY).

7. Protection from Fire

This spell adds one to saving throws against any fire weapon (including flaming swords, dragon breath, fire balls etc.). Adds an additional 1 to a saving throw for every 4 levels of the Fire User. Thus 1st to 4th level +1, 5th-8th +2, 9th-12th +3 etc. (For items like flaming swords subtract 1 from ability to hit since a saving throw is not applicable here). Apply to self or one figure by touch.

8. Fire Dart

This is a magic arrow or sorts with 18" range and does 2-5 points of damage (versus undead it does 2-9 points). For every 3rd level of the Fire User add 1 dart to the salvo. Thus 4th level 2 darts, 7th level 3 darts, 10th level 4 darts etc. Saving throws are on a dart by dart basis in a salvo.

9. Flame

Production of an open flame in the palm of the Fire User is the result of this spell. It cast $\frac{1}{2}$ normal torch light but may be used to start combustibles burning. It may be transferred to another player character but M.U.s and Clerics have 40% and Fighters & Thieves 60% of 1-4 points of One Time initial damage. (Then the flame may be held even if damage occurred with no further damage). Duration; 6 movement turns.

10. Fire Trap

The Fire User passes his hand over any closable surface (a door jam, edge of a crate, casket, box, etc.) and then closes the object (it must be closed during one melee round, i.e. 1 minute of time). The figure/monster who opens the object (door, casket, chest, etc.) takes 2-7 points of damage (saving throw applies). Note; This is not a lock or hold portal spell. Fire Users may negate his own spell for 2 melee rounds and then it will snap back in place--or he may remove it permanently. This is NOT a trap removable by a thief but he has a $\frac{1}{2}$ normal percent chance to detect it if he examines the object. Detect magic will find the spell, dispell magic will remove it. Knock will remove it only 50% of the time and only from a door.

11. Fire Shield

The Fire User appears to have immolated himself but the fire is wispy and not bright (similar to $\frac{1}{2}$ torch light). The effect of the Shield is to burn normal missiles (incoming only) and thus yield level 1 armor. Normal attacks are shielded as if level 5 armor were being worn. A Fire Shielded enhances fire attacks and thus is a danger if used as protection from fire. Fire damage will be increased by 50% by a fire Shield. Duration; 2 movement turns.

12. Cloud

This spell produces a dense smokey cloud in an 8 cubic inch (80 cubic feet) space. Smoke will fill all 8 cubic inches so in a 10x10 foot corridor it will travel 80 feet or a 20x20x20 foot room will be filled etc. Missile fire is impossible through the cloud or into more than 1" of it (1" reduces probability to hit by -4). Combat in the cloud is at -4 from probability to hit. A Fire User has the option to be in the center of the cloud or have it expand away from him. Duration 5-10 melee rounds. (Note; movement in the cloud at rapid speed is not advisable as one

could run into a wall or trip (10% chance) for possible damage.

LEVEL @ 2 Spells

- | | 1 | 2 | 3 | 4 | 5 |
|------------------------|-----|-----|-----|-----|-----|
| 1. Pyrotechnics | Yes | Yes | Yes | Yes | Yes |
| 2. Darkness | " | " | " | " | " |
| 3. Levitate | " | " | " | " | " |
| 4. Invisibility | " | " | " | " | " |
| 5. Burn Enchanted Wood | | | | | |

This a knock spell vs hold portal and wizard locks. The enchanted door will take from 2-7 melee turns to burn. Non-enchanted doors may also be tried in 1-4 melee rounds. Trying to bash the door before it is through burning can cause damage (75% for 2-7 points) and the door may not open.

6. Flame Arrow

The Fire User may flame 5 arrows during 5 melee rounds (one per round)(range 2") so that the arrow(s) do 1-4 points of additional damage. There is no bonus to hit. Flaming Arrows are considered 'magic' 25% of the time. The arrow must be fired during the melee round it is flamed.

7. Fire Chart

A flame appears that is gossamer thin and wispy but of many colors and changing hues (the flame is 3 feet high and does no damage to anyone passing through it). Any humanoid living figure looking into the flame is transfixed by it (saving throw applies) and becomes quiescent. In this state he may answer questions or may accept commands for from 1-6 hours (6-36 turns of movement). He will answer questions at 100%-(5)(Intelligence). He will accept commands at 100%-(2)(Intelligence). He may ask one question per 5 melee rounds. Questions that require complex answers may be ignored (75%)--one word, yes/no questions will usually be answered at once (90%). FLAME QUESTION MOVEMENT TURNS.

8. Detect Body Heat

Range 8" in the open, 4" behind closed doors, 2" behind enchanted doors. This spell can detect the size of a creature (small, average--man sized, large, huge) and the # present (if all are in range). Undead are not detected. Cold Blooded types might be detected (35% chance). Duration 30 minutes--3 movement turns.

9. Phantasmal Fire

A raging 2" square of flame appears before the Fire User. Unintelligent Monsters who fear fire will cross only 20% of the time and take damage (because they believe the illusion of flame) 50% of the time for 5-30 points! Intelligent monsters will perceive the illusion at (5%)(Intelligence). They will not cross if they do not perceive the illusion. If they recognize the illusion the fire dispells upon contact. Gods, Demigods & other Fire Users (including Balrogs, Red Dragons etc.) are never fooled. Duration; 1 melee round after the Fire User stops concentrating upon maintaining the illusion.

10. Controlled Fire Ball

A Fire Ball has the properties of range, potential and diameter. Fire Users are specialists in the treatments of fire and thus they can control all of these factors! A normal Fire ball has range 24" (240 feet in the dungeon), diameter 4" (40 feet) and 1 hit die /level (6 sided) of the Magic User. These items can be interchanged! For every 10" (100 feet) of range sacrificed add 10 feet (1") to the Ball's diameter OR 1 hit die to it. For every 15' (1½") of diameter sacrificed add 6"(60 feet) to its range OR 1 hit die.

For every hit die sacrificed add 6" (60 feet) to range OR 10" (1") to diameter.

You may make 1 (one) adjustment for every 4 levels of the fire user. Thus a Flame can make a single adjustment, an Incendiary can make two adjustments, a Pyrologist of the 12th level 3 adjustments etc. A Torch can throw a 3 die fire ball but it can not be adjusted in any way.

ATTEND LAKE GENEVA WINTER CON I JANUARY 8 and 9, 1977. Write TSR Hobbies for details (see enclosed flyer).

3rd level spells

1. Dispel magic Same as Magic User spell
2. Exclusive runes " " " "
3. Fire Resistance " " Potion
4. Lightning Bolt " " Magic User spell (no adjustments)
5. Flaming Web

A web is produced that covers an area of 1"x2"x1". It has a strength of 17. Figures of ST 17 may break out in 4-9 turns. Strength 18 in 3-7 turns. Exceptionally strong in 2-5 turns. These webs are not susceptible to flame. Wall of Ice will crystallize the web (the wall will NOT form) and cause it to break. At the start of the second melee round the web will heat up doing 1-4 points of damage. Each melee round thereafter it will flame for 3-18 points of damage until the victim is burned to death. Creatures employing fire including other fire users can take a saving throw vs the flame--if they make the throw the flame goes out. Anyone can take the saving throw vs the web itself when thrown to dodge it of course. Dispel magic will extinguish the flame but not break the web. A second dispel magic will break the web. If a MU uses Wall of Ice versus a normal web or before the web flames (not just heats up) the figure will be encased in ice.

6. Burn Weapon
The Fire User immobilizes as in Fire Shield. But whenever a hand held weapon strikes him for damage (bites, claws, hooves etc. apply also) the wielder takes double damage. The spell also produces a fire shield. Flaming Swords do Double damage because of the shield but the wielder takes quadruple damage. Fire Balls and Fire Breath weapons do double damage with no damage to the caster. A Balrog takes damage as does the wielder of a fire sword. Duration; 2 movement turns(20 minutes).

7. Flame normal Missiles (incoming)
Any missile fired from a normal weapon will flame 30 feet away from the Fire Caster and be consumed before it hits him. Magic Arrows and/or arrows (quarrels) fired from magic bows(crossbows) will flame also. +1 magic missiles(bows) will be consumed 50% of the time but do 1-4 points extra damage if they hit the rest of the time. +2 missiles/bows will always do 1-4 points of extra damage when they hit.

8. Burn Wood range 6"
This spell will cause normal wood to burst into flame. Enchanted wood will flame only 10% of the time. Thus spears, axes, arrows, bows etc. will be useless. Unless thrown aside at once clothing and armor immobilize. If held when the spell takes effect there is 1-6 points of damage.

9. Fire Fountain
The fire user casts a circle(s) of flame of 2" diameter about himself (and no others). Those trying to penetrate the circle(s) take 1 die of hits(8sided) if they do not make their saving throw (if they make the throw take 1-4 points of damage). At 10th level add a second 3" diameter circle and 1 more hit die, at 15th level add a third 4" diameter circle and 1 more hit die. Any figure making it into the circle will cause the circle to dissipate at the end of the next melee round. duration; 1 movement turn. Fire Using creatures take $\frac{1}{2}$ damage and only $\frac{1}{4}$ damage if they make their saving throw.

10. Cure Burns;
From 2-16 points of burn damage only can be removed from a figure. Range 1". Evil Fire Users may not cure burns but may cause them at 1" range. This spell can cure 1-8 points of acid damage also. Wounds from fire swords, for example, may be considered as all burn damage for the purpose of this spell.

2. Hall of fire

1. Same as Magic User spells except the 12" range is reduced to 6" and can not pass through.
2. **Flame Sword**
Swords, Daggers and Two Handed Swords may be flamed by the fire User running his hand along the flat edge of the blade (1 melee round). The blade then flames for 1-4 added to hit probability and damage for 5 melee rounds. This blade is "magic" in every way. Morning stars may also be flamed at +(1-3) probability and damage for 3 melee rounds. Any other weapons non-wooden parts may be flamed but there is a 50% chance that the wood and/or thongs will be consumed at once anyway. A 25% chance of being consumed after 1 melee round and 15% after two melee rounds. After 3 melee rounds they will be consumed if they have not already been. Enchanted blades may be flamed (any weapon containing wood will resist the flame if it is enchanted) but there is a 50% chance of dissipating prior magic, 25% chance to erase prior magic and only 25% of not damaging the blade in any way.
3. **Burn Touch**
The Fire User innates as in Fire Shield and Burn Weapon. However no melee will cause damage to an attacker at 1-6 points. Double damage plus 2 points if he hits the Fire User. Burn Touch has all the pluses and minuses of Burn Weapon. Duration 2 movement turns.
4. **Pillar of Fire**
a Fire elemental, tornado shaped, of 2" diameter and 1" height, or 1" diameter and 2" height is created. The elemental must be able to fit into the space it is moving into or its whirling flames will be quenched to $\frac{1}{2}$ potential. The elemental has 2 attacks at 3-18 points/attack in the 2" diameter phase or 3 attacks vs tall figures (over 10 feet) in the other phase. Fire-weapons do not effect it but air and ice do--an Ice Storm dissipates it at once, a Wall of Ice quenches $\frac{1}{2}$ potential and 50% to completely destroy it. Pillars of Fire do Double damage to undead. The Fire User must dispel the pillar to end it. If he removes his concentration from it it attacks him. Move 12"/turn. Magic weapons and any non-magic hit of 7 points or more will effect it. It has 7+1 hit dice. Armor level 1.
5. **Polymorph self to fire monster**
You may become a Balrog, Red Dragon or Hell Hound. As a Balrog you may innate and may use a whip. Your sword (if you already possess one) is normal and may NOT be flamed unless it is a flaming sword on its own. You may fly as a Balrog but you have none of the spells as per Eldrich Wizardry though the Balrog is feared as a fear word by those of 5+1 or fewer hit dice. As a Red Dragon you may fly, fire breath 3 times per day (2-12 points damage) or bite 2-12 and 1-4/claw. (Rate as a young slightly below average dragon). As a Hell Hound you become one with all properties. Hit Dice for all polymorphs is 6 but kills are against your original total. Level 12 and 16 Fire User add one more Hit Die each.
6. **Fire Charm Monster**
Same as Fire Charm but applies to monsters also.
7. **Summon Fire Flies**
Summon from 4-24 fist sized flies that attack at your command. They have less than 1 hit die each ($\frac{1}{2}$) and do 1-2 points of burn damage. Because of their size they are -2 to hit. Fly at 15"/turn. Will remain until all are killed. They will damage undead at 1-3 points of damage. They can not hurt fire monsters.
8. **Controlled Lightning Bolt**
Same as lightning bolt but you make these adjustments after 9th level Fire User. For each 3" of length add 1 hit die or 2" range (3" SACRIFICED)
For every 6" of range add 1 hit die or 2" of length (6" SACRIFICED)
For each hit die add 2" of length or 6" of range. (HIT DIE SACRIFICED)
One adjustment at 9th level, 2 at 13th and 3 at 17th.

1. Teleport Same as Magic User
2. Power Word -- Silence

- 6th level spells

- Flame of any kind has no effect on the Fire User (or one he touches) for from 2-7 movement turns. (FIRE SWORD DOES NORMAL SWORD DAMAGE)

- As Per Burn Touch but notice is not required with Fire User. Friendly troops gain personal Burn Touch so that they become enchanted but not damaged. They must stay within 3" of the Fire User to keep the touch.

- Any solid object of at least 50 G.P. weight may be enchanted by touch. (Detect magic has only a 25% chance to detect the trap. A Second Detect Magic has a 90% to fully explain the spell.) When the object is touched again by any but the Fire User the item blows up into a 40 foot diameter fire ball with 8 damage dice. Ice Storm will negate the spell if the M.U. is at least 2 levels below the Fire User at a minimum. Wall of Ice will work only if M.U. is of equal or greater rank than the Fire User. Dispell magic will work 25% + (5%)(level of Fire User/Magic User)

- A storm comes up (takes 5 meleo turns) from which lightning bolts may descend up to 24" from the fire user. These bolts strike from above in a 20 foot diameter circle at 1 hit die(8 sided) per level of Fire User. This storm will yield from(1-6) plus 3 lightning bolts. (1.e. 4-9)

- This spell will turn any rock (hard packed soil, not brush nor forest) 4"x4" into lava. This does 5-30 points of damage and figures will sink into the lava at the rate of $\frac{1}{4}$ of an inch (1 scale foot) per melee round. Movement in lava is at 1"/turn if $\frac{1}{4}$ " sunk, $\frac{1}{2}$ "/turn if $\frac{1}{2}$ " sunk and no movement once $\frac{3}{4}$ " sunk. Lava can likewise be turned to rock.

- A Fire Ball (standard properties) that can extend into the ether. Highly effective versus displaced persons, invisible stalkers, etc.

On the current list of potions (see 2-1-11-1) that can be identified (see following): Fire Resistance, Control of Red Dragon (although he will know the potion can control other than a red dragon but he will not know which--golden dragon control 7% of knowing) and Flesh Pellets. No other potions can be identified.

ALL OTHER potions will act as a poison at once for 2-7 points of damage.
RINGS, WANDS & STAVES may hurt a Pyrologist if he attempts to use them.

Wands, Staves and miscellaneous magic follow the same general rules of thumb.

Items pertaining to fine will be recognized as being a fine item (details will not be given) upon inspection of the item.

Being tied up is not necessarily the key to capture and imprisonment! It is not unusual for a figure to be captured, bound and then questioned. The figure may be reluctant to answer your questions. While it is not incorrect to threaten a figure it is usually considered unlawful to torture a figure, especially for Good types. Also there is a fair chance that torture sufficient to produce information is also sufficient to produce unconsciousness, thus defeating the purpose of the torture. It is also highly unlawful to just assassinate a figure, especially for good figures. Evil lawfals are allowed some leeway but the chart in STRATEGIC REVIEW Vol 2 #1 should be the DM clue as to what even an evil lawful may do in the way of assassination and torture. For lawfals it is more correct to use some threatening but then revert to charm person, or hold person to get the required information/assistance.

A bound figure still should have some chance to escape his bonds. Sum Strength & Dexterity (assuming that each is at least 9) and divide by 2. Even if guarded his ropes should be manipulatable at these percentages;
9-10 average strength/dexterity 5% of loosening bonds per movement turn.

11-13	00	00	00	10%	01	00	01
14-16	00	00	00	15%	02	11 M	00
17	00	00	00	20%	03	00	01
18	00	00	01	25%	04	11	00

Figures escaping need not demonstrate that they are free/loose at once. There is always a 40% chance of entanglement if the figure tries a quick 1 turn escape. Once loose the figure fights at his ST-2 for first melee then ST-1 for the next round to rid himself of the stiffness of being tied.

continue to page 13

note that he must try to escape--or in the case of a player character rejoin his group or retrace his steps. A level 1 veteran takes 75% damage (3 out of a possible 4 hits). he loses two levels. After DOUBLE the normal time, let's say 40 minutes plus 60 minutes (use two rolls) he finally regains consciousness having received no new hits while lying there. He operates as a level 1 figure but -4 to hit others. Spell casters, in this state of regaining consciousness, should NOT be allowed to throw any spell of attack. defense spells should result in insanity at least 50% of the time.

First--another new game! I do not have a boardman number yet because the last check just arrived today. (Number please Doug... Mark?)
 From this point on Doug (in EVERYTHING # 28 you will find all details) will charge \$1 per Boardman Number due to the attitude taken by Avalon Hill's Don Greenwood who does not seem to understand our hobby one iota. Yet the independence of the Boardman Number custodian is paramount so I will gladly pay my Buck.

 * Note: If the publisher or a player does not pay the \$1 fee
 * by the Fall of 1901 the game will NOT receive a number
 * and likely will not be rated! If your GM has not applied
 * for a number remember that unless someone pays the fee
 * there WILL BE NO NUMBER!

But back to the new game.....

Austria Robert Coan, 291 Garner URB Champaign IL 61820 (one \$1)
 England Joseph Rizzo, 0911 Higgins Hall, Western Ill. U. Macomb IL 61455
 France P. E. Decker, 4016 Schoolhouse Ln., Plymouth Meeting Va. 19462 (one 2.50)
 Germany Richard Weeks, PO Box 55, Bellemont Rural Station, Flagstaff, AZ 86001
 Italy August Lukow Jr. 7681 Riverview Dr. #203 Jenison Mich 49428
 Russia Thomas Thompson, 3431 Shephard Hills Dr. Bloom MN 55431
 Turkey T. L. Mohrmann, 8415 Banecia Ct. Alexandria Va. 22309

 MORE on IDA-----Good news for a change

Alan Rowland, Lafayette College, PO Box 2173, Easton Pa. 18042 will now handle novice game inquiries in the United States. Joel Klein has forwarded the necessary materials to him.

Now some bad news.....

I have just received THE BESH PAPERS. Therein one of the co editors Greg Costikyan keeps the old parliamentary ball rolling by tearing the constitution from stem to stern. What is distressing is that Scott Rosenberg the publisher does not make one statement about the proposed DIPLOMACY REVIEW is to be doing in a few days to discuss the constitution and call for a revote. If Scott is doing advertising concerning this compromise reached jointly among Doug Beyerlein, Scott and myself and have yet to see one word in print generated because he is advertising the event. The DIPLOMACY REVIEW will be rather pointless if there is nothing in it! I therefore urge Scott to wait till mid October before doing that DR so that this copy of LD, plus HOOSIER ARCHIVES and IMPASS-ABLE will cause some material from both sides to be generated. I have sent the text of two amendments to Scott. One amendment calls for the 7 man council so that this upcoming election will be for 7 persons if that amendment passes. The second amendment calls for rewording of certain ambiguous areas throughout the document. These two amendments plus the DR itself should calm many critics. But getting back to Greg's.....

He lays all of the blame at my door and suggests that some well known person like Walt Buchanan or John Boyerbe appointed acting presdient until elections can be held. Well this would be fine EXCEPT THAT WALT BUCHANAN & JOHN BOYER BOTH KNEW WHAT WE WERE GOING TO DO AND BOTH AGREED. IN FACT WALT HELPED WRITE THE DOCUMENT! Does this make any sense? Also, for the record, Greg says he has sent me dues for IDA. I have received nothing from him. Greg if you want to put a stop on your check and send a new one I'll record your membership.

LANHAMAR REVIEW PAGE 13

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Overseas: Write for address of local distributor.

Any tied Magic User may try the following spells. The Spell must be known, of course, and usable.

Title of Spell	Chance of Success	% of Insanity at Failure
Protection/evil (good)	50%	10%
Charm Person	35%	20%
Sleep	30%	20%
Shield	35%	10%
Ventriloquism	70%	5%
Levitate	30%	15%
Phantasmal Forces	20%	30%
Invisability	25%	15%
RSP	20%	25%
Mirror Image	25%	25%
Magic Mouth	30%	20%
Hold Person	10%	50%
Self Hypnosis (anti-charm person)	20%	20%
If Charm (hold person) tried	30% of new charm override	20% instant death
Clairaudience	15%	30%
Clairvoyance	15%	30%
Polymorph Self	10%	50%
Summon Monster I	7%	60%
Wall of Fire	5%	70%
Confusion	5%	70%
CLERICS		
Protection/evil (Good)	60%	10%
Hold Person	20%	40%
Bless (other person)	20%	20%
Female Thieves/Magic Users		
Seduction I	20%	30%
Charm Men I	25%	25%
Sleep (Thief)	20%	30%
Mirror Image (Thief)	15%	30%

Insanity will last from 2-7 weeks.

LANCKMAR AD OPPOSITE

LANCKMAR

a raunchy review....

While browsing in the DUNGEON (Lake Geneva Wisconsin) I came across a curious blue box. Along the edge was written the title LANCKMAR and "Adult Fantasy Game--for 2-4 players, ages 12 and up!" "My goodness!" I drooled, "They wouldn't dare...." I was a bit put off by the cover picture but the castle background of the drawing added a kinky flavor--I would not be put off--I bought it!

When I got home I dredged up my dog-eared black book and began to dial. "Hello Dorothy--er is Dorothy home?" "No! Who in the HELL is this?" a gruff voice questioned. (aside) "Daddy if you've been #3'd! again behind my back...." "What a novel Idea" I thought and hung up.

Forty five minutes later, 3 hungry looking faces sat across from me at my dining room table. Betty was always game I used to myself as I looked at her two-sizes-the-small sweater. Roxanne was the last on my list--it must have been just after or else she would not have come out. Bill was, of course, hot to trot and all I had to say was "Adult Fantasy" and he appeared in his leather outfit just dripping with chains, a pair of handcuffs hung on his belt.

I placed the box among us. I tilted the lid. A quick look inside: no cards, leather or latex but there were dice, a small wooden box, a small wooden box, and various pieces of coloured plastic. The small wooden box was attacked by a cookie cutter.

Betty, seeing the dice said, "Oh! I've played this before!" as she began to unbutton her blouse. "You haven't lost anything yet!" I admonished her. "Oh, I lost ten years ago!" Bill just smiled.

I began to read aloud trying not to salivate into the box. Just as I was about to speak Roxie screamed, "Geas!" I said, "For heaven sake, do it in the John!" "No, it's the cards," she gasped as she arranged them in a pattern I'll not describe here. Bill blushed!

"Reward", cried Betty and made another pattern juxtaposed to Roxie's. "Girls, Girls!" I yelled. "Spoilsport!" they both winced at me and began to shuffle the little decks of cards giving Jill and I all of the Geas and keeping the Rewards for themselves.

"Go to the gates of Quamall and one warrior will join your forces!" Betty read. "Prudish way of puttin' it!" she said. "Listen to this," cried Roxie. "Find one horse along the River Mangrithik! What was that noise I heard in your Bedroom Lenard?" "Now girls let me read the rules!"

"Number of players" I began. "Object of play: ...occupy your all of your opponent's Citadels before he occupies all of yours..." "No one is gettin' in MY Citadel" Betty offered somewhat halfheartedly. Unintended I read on.

"Hey! This is a wargame!" I moaned remembering how Betty used to beat me at PANZERLITZ. She had a Line of Sight you would not believe! Finally I finished the rules. "Oh Goodie" cried Betty and Roxie. Bill and I sighed though Bill gave me a very dirty look!

Three hours later we finished. Betty won, of course. We all admitted it was an excellent game--well worth the \$10--It was fun and interesting right down to the end when I lost a y last sock--Betty had captured my Citadel!

See enclosed flyer for details on LANKHME!

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SPACE  
1999

back for another try...

The 1975 television season brought us one new science fiction entry--SPACE 1999, along with about 15 cops & robbers shows. Perhaps the networks should consider a 2001 cops & robbers--a little something for everyone? At any rate Space 1975 was, at best, C+ science fiction and, at it's worst, it was almost LOST IN SPACE--shudder! Some of the Space 1999 sets were just horrid--the main control room looked like 10 people sitting at writing desks as opposed to the controllers of a vast space station on the moon. Some of the actors, and it was praise to call them that, were completely out of place in the series. The chief science officer talked like a 1950's highschool teacher--frankly I think he was still looking for David Janson and no one told him this was a different series. One fellow, who was suppose to be a computer genius, had a look on his face as if his tapes had just been erased. Then there were the plots--or should I say lack of plots? Only two shows were reasonably good science fiction, the rest were poor to awful!

Space 1976 is not STAR TREK but it is vastly improved. The season opener was half way decent--in fact I liked it! The sets have been changed as well as the cast. Barbara Bain has at least tried to act--last year she had an expression of vapid fear throughout many of the episodes. This year she look afraid. At least B+ Science Fiction is tolerable to enjoyable. Let's hope they keep up the good work!



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1975 AS the fall of 1964 winter 1967 in the U. S. and in the U. S. on October 20 1976